

# Lepanto 4-ever

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DEADLINE FOR THE NEXT ISSUE: DECEMBER 8TH 1989

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In order to receive Lepanto 4-ever #4 and subsequent issues you must qualify under one (or more) of the following: subscribe, trade, arbitrate, or contribute. To get a sample, just send me your address. If you live in Sweden please include 2\*postage in stamps.

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If you only want to sub Pax Germania count 2 issues of PG as 1 of L4E.

Trade: This can be on an all-for-all or on a one-for-one basis. I'm interested in all kunds of fanzines. Let me know your conditions.

Arbitrate: A GM running at least one game in L4E will receive free copies including several issues after the game has terminated. Please let me know of your previous experience of GM'ing and if you are able to type out the report in a suitable format for the zine.

Contribute: If I print part or all of a letter of comment (LoC) you are entitled to a free issue. Articles, art and other contributions would be "worth" much more and the number of free issues would depend on suitability, etc, and personal whim. I'm very interested to publish a subzine. That, and "regular" contributions, doesn't have to have anything to do with Diplomacy!

If you got this zine by mail there should be a special code on the lower, right-hand part of the mailing label. This will consist of a number, or symbol, which will either indicate the last issue you will receive or why you are receiving it. Arbitrate or contribute = '\*', trade = 'T', sample = 'S', whim = 'W'.

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The "Golden Rule" of Diplomacy: I Do Unto Others Before They Do Unto Me

Personal messages

## EDITORIAL

Welcome to the third issue of Lepanto 4-ever! I've looked forward to this number as "issue 3" is one of the big stumbling-blocks when it comes to zine. Think about it; Haven't you seen a couple of zines coming out with their first (so called "one shots") and maybe even the second issue, but after that never to be heard from again? This "fact" has made some publishers to start with "issue 3" from the beginning. Not so this zine. Now that that is settled I hope L4E will come out as regular as possible. During 1990 I'll have deadlines the 15th of each month and expect the zine to come out with 12 issues.

In this issue there are some material about a new international Diplomacy Network and the first broadsheets with information. At the moment there aren't any representatives in Denmark or Norway. As publisher of the only Swedish dippyzine I will try to gather information from Sweden and the rest of Scandinavia. In the beginning I will function as a representative for all Scandinavia with some persons in Denmark and Norway (and Sweden) as backbones. If you are interested to be a representative for any Scandinavian country you can contact me and I will coordinate with Larry Peery.

If you have any information about the hobby (e.g. results from various Cons) in Scandinavia you can send them to me. I will try to publish a newsletter of which the first issue will appear in the next L4E. This newsletter will both appear in an English version and a Swedish one, and the Swedish will hopefully be published by the local club "Dragon's Den" that has

around 200 members and makes regular clubzines.

Since the last time I've been at a con; HexCon, 3rd-5th Nov in Trondheim, Norway. I will write more about this trip in the next issue.

To fill out the rest of this column (-) I will tell you some things about myself. This can explain some of the contents in this zine (e.g. the cover of L4E #2).

I was born in the early sixties in the western part of Sweden. There I lived in a rather small town (Borås, about 100,000 inhabitants). During this time I didn't play Diplomacy but played instead Bridge and Role-playing games. 1985 I moved to Linköping and became a student of Computer Science at the University. At this University there exists a gaming club (Dragon's Den) that I came in contact with. The club had special evenings when someone taught one or more games, and during one of them the game was Diplomacy. I've been hooked on this game since then.

Nowadays we normally use the Universities computer network to play by electronic mail both locally and internationally, and thru so called "BBS" (Billboard Systems).

I'm still trying to get my Master but will probably not get it until 1991...

The time I don't spend on studies or gaming, I use for one interest that I've had for as long as I can remember (almost); Science Fiction & Fantasy. It was first

*(("Editorial" finishes at page 19))*

# 1914 DIPLOMACY

## A More Historical Variant for DIPLOMACY

By Lewis Pulsipher. Originally published in The General March-April 1980.

To the veteran Avalon Hill game player, the most offputting characteristic of DIPLOMACY is that it doesn't seem to represent World War I in any way—that it isn't a simulation. Of course, DIPLOMACY was designed before conflict simulations existed outside of military establishments, and it succeeds very well as a challenging and stimulating game. But for those who feel uncomfortable without some measure of simulation, I offer this variation for five players. While it is still far from a standard style simulation, players will find that it is very different from normal DIPLOMACY.

Many characteristics of the Great War cannot be even vaguely simulated without ruining the game. For example, one must ignore the qualitative and quantitative differences in armed forces and industrial output. To make Germany and Austria almost equally strong is ridiculous from a simulation viewpoint but necessary from a game player's viewpoint. Every simulation is dominated by such distortions, but they will be more obvious in this game. Italy and Turkey, at least, have been reduced to non-player status, partly thanks to their relative weakness, partly because they did not enter the war immediately.

Similarly, blockades, whether surface or undersea, are so unique that one must ignore them. We know more or less how Britain and Germany were affected by blockades, but how can we say how an intensive blockade might have affected other powers, given different circumstances? America is also left out: conveniently we assume that no one interferes with American commerce enough to goad the U.S.A. into intervention.

Fleets represent light forces, down to destroyers, submarines, and trawlers; as well as dreadnought battleships. Very few dreadnoughts were completed during the war, and none were laid down AND finished in the period. Thus a naval triumph by a country with a small dreadnought fleet must be seen as a victory of the torpedo over large ships, whether this is victory over merchant fleet or battle fleet.

The optional bomber rule enables players to carry out the plans of the British and German commands for 1919 and later. The British might have instituted an

effect bombing campaign in 1918, but front line calls for more planes weren't resisted. The limited Germany bomber offensive against Britain in 1917-18 caused an amazing dislocation and loss of production (through absenteeism) in relation to the force involved.

1. Starting. The starting position of the five Great Powers are as follows, with beginning supply points in parentheses (maintenance for 1914 has already been paid):

AUSTRIA (10): A Vienna, A Budapest, F Trieste

ENGLAND (15): A Liverpool, F London, F Edinburgh, F Eastern Mediterranean

FRANCE (15): F Brest, A Marseilles, A Paris, A North Africa

GERMANY (20): F Kiel, A Berlin, A Munich, A Ruhr

RUSSIA (15): A Sevastopol, A Warsaw, A St. Petersburg

Eastern Mediterranean, North Africa and Ruhr are not supply centers, even though units begin the game there. Minor countries: one army in each supply center except for Italy and Turkey.

ITALY: A Tunis, A Venice, F Naples

TURKEY: A Constantinople, A Ankara

2. Passage of Time and Winning the Game. Although the war began late in the summer of 1914, the customary Spring and Fall 1914 moves are allowed in this variant; this helps reflect the speed and scope of the initial mobilization and invasions.

A country wins when it owns at least ten supply \*centers\* and owns at least three more than any other country. The game may end in any manner unanimously agreed to by the surviving players, of course. If, incredibly, a minor country wins the game, the player who controls the minor country is the winner.

3. Capitals. The capitals of the Great Power are Vienna, London, Paris, Berlin and Moscow. The capital of a minor country is the country itself, except for Italy (Rome) and Turkey (Constantinople). A Great Power capital may act as capital for a minor country if the minor country retains no home supply center.

When a country's capital is captured by any other country all of the units of the country must stand in the following move season. In that season, or during the Fall adjustments if they follow the capture, a new capital may be established; the order is given along with other orders for the season. The new capital must be one of the original home supply centers of the country (but see above for minor countries). If at any time a new capital cannot be established by a country it surrenders. All its units are removed from the board, its minor country PF totals (if any) fall to zero, and the player (if the country is a Great Power) is out of the game. Centers owned by the country become neutral. Minor countries which it had conquered

become subject to control, but until such minor country is controlled it has no unit(s). When someone gains control, the minor country receives the same units(s) with which it began the game.

**4. Supply Points.** The supply center/unit system is entirely replaced by a system of supply points (SP). SP are used to support the existence of units just as supplies are used in the standard DIPLOMACY. SP may be accumulated, however, and up to 20% of the SP a Great Power possesses each Fall adjustment period may be transferred to other countries. Bribes and loans are entered into at the player's risk and transfers of credit may not be conditionally given. That is, the order may not state certain conditions which must exist before the SP are transferred. All transfers are ordered with Fall adjustments and players expecting to receive SP from other sources must write alternate Fall adjustment orders in case the SP are not received.

**5. Supply Centers.** A supply center is captured by occupation in any season. A country receives no supply points for a center it owns if no supply line (rule 9) can be traced from the center to the country's capital. Centers yield the following SP each Fall, beginning with Fall 1914:

- A Great Power's own home center: six
- Another Great Power's home center: five
- Any other center: four

**6. Maintaining Units.** An expenditure of three SP is required with each Fall adjustment period to maintain the existence of each army, fleet or bomber in the following year. In addition, SP must be expended to build new units, viz: four for a fleet, three for an army, two for a bomber. A unit may be removed from the board in order to save SP, but no unit may be built by the removing country in the same Fall adjustment period.

**7. Supply Costs of Combat.** SP must also be expended to permit combat and retreats, as follows:

- one SP for each successful bombing raid;
- two SP for each defeated bombing raid (the player may instead allow his bomber to be destroyed);
- one SP for each defense of a center against bombing \*if\* an enemy bomber is actually defeated;
- one SP for each convoying fleet;
- one SP per unit per conflict, including all supporting units; if there is no conflict there is no expenditure
- one SP per attacking unit in a conflict, that is a moving unit
- one SP per retreat (additional to the SP cost of conflict itself);

Rail or other movement without conflict requires no SP expenditure. For example, Germany orders A Ruhr-Burgundy, A Munich S A Ruhr-Burgundy. France orders A Burgundy H (retreats to Paris). Germany pays three SP, one for each army plus one for the attacking A Ruhr. France pays two SP, one for the battle and one for the retreat. If France \*instead\* ordered A Gascony-Burgundy (Burgundy vacant) it would pay just one SP (for the battle — a failed move is not a retreat).

**8. Inadequate Supply.** If a country lacks the SP required to permit an action, the action ordered does not take place, or the unit in battle has no combat strength, or the unit cannot retreat. The priority followed for allocating SP when an insufficient number are available is:

1. retreats; 2. defending (including supports), land before sea, stands before supports; 3. attacking, land before sea, moves before supports; 4. bombers, defending before attacking. For example, let us say France needs two SP for armies defending a space, one SP for a retreat, three SP for attacks (attack plus one support), and one SP for bombing.

A. If France has six SP, all but the bombing are supplied.

B. If five SP, in addition the unit supporting the attacking unit is unsupplied, so the support is invalid.

C. If four SP, in addition the attacking unit is unsupplied and consequently the move has no effect — it fails. The support for the attacking unit costs nothing since there is no conflict, so France expends only three of the four SP available.

D. In cases of equal priority, the player expending the SPs decides which situation will lack supply.

Obviously it is important for every country to plan ahead to avoid a military collapse.

**9. Supply Lines.** The absence of supply line restrictions may be the greatest simulation failure of DIPLOMACY. In this variant, after the Fall adjustments but before Spring negotiations begin, a supply line must be found for every unit on the board. Any unit without a supply line is eliminated.

A supply line is a contiguous line of any length of land and sea spaces, unoccupied by any unit or occupied by a friendly unit and excluding unfriendly supply center spaces; no unoccupied non-supply center space in the supply line, except the first space and any spaces in the unit's home country, may be adjacent to a space occupied by an unfriendly unit which is able to move to the non-center space (in other words, an army does not block a sea supply line nor a fleet an inland line); and the line must lead from the unit to the capital of the unit's home country. For example, Germany has A Gascony, A Ruhr and owns all its home centers. France has F Mid-Atlantic, A Marseilles, A Paris and owns Brest. All pieces possess supply lines. If the French A Marseilles were in Burgundy the the German A Ga-

scony would not have a supply line. (It cannot go through Mar-Pie-Tyl-Mun because Marseilles is an unfriendly center.) If A Gascony were in Spain (and the French army in Marseilles again) it would be unsupplied again — the line can run to the first space, Gascony, even though an unfriendly unit is adjacent, but it cannot run through Burgundy as well. (The line might run through GoL-Tyn-Ion-Adr if no fleets were adjacent, but thereafter unfriendly centers, if not units, would block it.) For supply purposes, all countries controlled by a player are friendly to one another. A country is automatically friendly to its Ally. Finally, a player may order that a particular country he controls will be friendly, for supply purposes, to another.

**10. Railways.** An army may move by railroad. The provinces it begins and ends the move in may be outside the home country but all other provinces it moves through must be in its home country. The provinces involved must be unoccupied at all times during the season except by the rail-traveling army or by bombers. If an army or fleet enters one of the provinces along the route, the rail army ends its move \*before\* it reaches this province — it exerts no influence on the other unit because an army moving by rail cannot participate in any conflict. (If the army's move is entirely blocked it may still defend the province it is in.) For example, German A Warsaw RR-Silesia-Munich-Berlin. If Italy orders A Tyrolia-Munich, A Warsaw stops in Silesia and does not stand off the Italian. Supposing also that Russia orders A Galicia-Silesia, A Moscow-Warsaw, the German never gets going by rail, but it does defend itself (and Warsaw).

An army ordered to move by rail cannot be supported even if, as in the last example, the army isn't able to use the railroads.

**11. Sea Movement.** Fleet movement is divided into two segments. The first segment is simultaneous with army and bomber movement. The second segment occurs thereafter, involving fleets only. The orders for both segments are written along with all orders for the move season. Conditional orders, that is, orders which vary with the results of the first segment, are not allowed. A fleet may be given an order for the second segment only if its orders for both segments concern/affect sea spaces only. For example: F Belgium (1)-English, (2)-Mid-Atlantic or F English (1) S F Edinburgh-North Sea, (2) S F North Sea Hold but not F English (1) S F North-Belgium, (2)-Mid-Atlantic

A convoy must take place in the first segment, of course, but a convoying fleet may do something else in the second segment even though its first segment order affected a land space (via the convoyed army). A fleet dislodged in the first segment does not retreat until after the second segment. Standoffs in either segment prevent retreats, but units block retreat only in the spaces they occupy at the end of the second segment, not the first.

**12. Fleets and Coastal Centers.** A fleet cannot enter a non-friendly supply center



unless it is supported by an army. This applies even (especially) to vacant centers. The fleet plus army *\*will\** dislodge an enemy army just as in standard DIPLOMACY.

**13. Retreats.** A Unit which retreated in the preceding move season may not attack or support an attack. This is a consequence of the loss of morale caused by the earlier defeat. A unit may not retreat to a center owned by another country, unless that country gives written permission for the particular retreat to take place.

**14. Center Ownership.** If a country owning a center gives written permission for the move, another country's unit may choose to occupy a center owned by the country *\*without\* \*capturing\* \*it\**. If during the Fall adjustments two countries declare each other allies, in the following year they *\*cannot\** capture each others supply centers, even if occupying them, and are automatically friendly for supply purposes in the following Fall adjustments.

**15. Bombers.** No bombers may be built until the Fall 1917 adjustments. Only Great Powers may build bombers. A Great Power may build no more than one bomber in Fall 1917, and no more than two in any following year. Bombers cost two SP to build and three SP to maintain each year. Unlike other units, bombers may be built in any space occupied by the building country's units or in any center owned by the country.

A bomber may be in a province with another unit of the same country. Bombers cannot occupy sea spaces.

In each move season a bomber may do one of the following:

- 1) Change its base. The bomber moves to any friendly supply center, or province occupied by a friendly army or fleet, which is within *\*twice\** its range.
- 2) Defend a center against bombing. The bomber remains where it is, but defends a center space within range.
- 3) Bomb another country's supply center. The bomber remains where it is, but bombs a center space within range.

Bomber range is two spaces in 1918 and 1919, three spaces thereafter. For example, a German bomber in Burgundy in 191 might change base to Livonia (if a German army or fleet occupies it at the end of the season), or Trieste (if Germany owns it or if the owner gives permission for the move), among others. It might defend Munich or Kiel (but not Berlin — it's too far away). It might bomb a French home center — all are in range — but not an English home center since all are too far away. If it were 1920, however, London would be in range.

A defending bomber prevents one enemy bomber from bombing the defended center (a second bomber would succeed). A center which is successfully bombed produces no SP in the following Fall adjustments. Bombing does not affect supply

lines or railroads. Bombers cannot attack other units or give or receive support. A bomber is destroyed if it is dislodged, and cannot capture a center.

**16. Control of Minor Countries.** Players use political factors (PFs) representing a variety of influences to attempt to gain alliances with non-player countries ("minors"). The alliance is represented by control of the minor country by the player. When a player controls a minor he orders its units and makes its adjustments. Control is determined at the end of Fall adjustments.

### Allocation of PFs

A. A supply point may be converted to a political factor. At the start of the game some countries already have some PFs in minor countries, as shown in the Minor Countries Table. An initial round of PF allocation and determination of control precedes Spring 1914. Thereafter, PFs are allocated along with Fall adjustment orders.

B. PFs may be allocated to any minor country, subject to the restrictions noted below. Once allocated they may not be removed, and may be eliminated only by the player who provided them, or as provided for below. A record of the PF total of each player is maintained.

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### MINOR COUNTRIES TABLE

Minor	Activation Level	Starting PF Totals				
		AUS	ENG	FRA	GER	RUS
Belgium	9	-	-	2	-*	-
Bulgaria	8	4	-	-	2	-
Denmark	15	-	-	-	-	-
Greece	10	-	2	2	-	-
Holland	12	-	-	-	-	-
Italy	13	-*	5	-	2	-
Norway	15	-	-	-	-	-
Portugal	6	-	4	-	-	-
Rumania	10	2	-	-	2	2
Serbia	6	-*	2	2	-	6
Sweden	15	-	-	-	-	-
Spain	13	-	-	-	-	-
Turkey	9	-	2	2	8	-*

\* => The indicated Great Power cannot gain control of the specified minor(s), but

may prevent others from doing so.

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### **Controlling Minors**

C. To gain control of a minor a player must have a PF total in the country equal to the sum of the "activation level" and the PF total of the player with the next largest number of PFs in the minor. For example, if Germany has 7 PFs in Italy, England has 5, and France has 2, Germany needs 11 more to gain control. However, the activation level is reduced by one for each game year played — for example in Fall 1916 adjustments all levels are two lower than listed.

After a player gains control of a minor country he retains control, regardless of changes in PF totals in the country, until the player's own country or the minor country loses a home supply center. At that time his PF total in the minor is reduced until it is no greater than some other country's total in the minor. (If it is already equal or lower there is no change.) The minor country is no longer controlled and has an activation level of one. Any player, including the one who has just lost control, may gain control by fulfilling the usual conditions.

D. Two players may jointly gain control of a minor country by combining their PF totals, but control must be assigned to one or the other thereafter, without change.

E. Because a player's own country and any minors he controls are automatically Allies, they may not capture one another's supply centers even when occupying them, and they are friendly for supply purposes.

### **Penalties**

F. When a unit owned or controlled by a player attempts to enter a center or province, or attacks a unit, owned by a minor country, the player's PF total in that country is reduced to zero. This does not apply to countries the player controls, only to those which are uncontrolled or which are controlled by another player. The same penalty applies when a player's unit supports an attack.

G. A player's PF total in a minor is reduced to zero when he owns, or controls a minor which owns, one of the minors home centers.

H. Units of uncontrolled minors stand in civil disorder stand in civil disorder, with the exceptions mentioned in section M.

*(( "1914" continues on page 15 ))*

## LoCOL

This time the whole letter column will be in English, as the rest of the zine. As the Swedish part (and even the Scandinavian part) of the hobby isn't very active there isn't enough readers to make a Swedish zine meaningful at the moment. Well, back to letters and point of views:

**INGOLF MARKHOF** (Dortmund, Germany, Nov 2): [Lepanto is in] "my opinion a funny, but very risky and finally bad opening."

*((The main reason that I called my zine LAE was that I usually uses Lepanto when I play Italy. I remember one game where I played France and conquered Italy rather quick. In that game the Western Triple existed so I could do Lepanto as Frenchman... I'm aware of the problems and agree that Italy should be played with more care. This zine will therefor mainly publish articles that concerns Italy. Hopefully this will convince any future Turkish neighbor that I might ally with them. ;-))*

**PHIL REYNOLDS** (Tuscaloosa, AL, USA, Nov 3): "When I first got your zine, I thought it was simply a science fiction flyer. Only after I saw the back page did I realize the full import of the situation! By the way, I went to the Necronomicon (sci-fi convention) in Tampa, Florida last year. Alan Dean Foster was the guest of honor. Looked more straight-laced and business-like than I expected. Don't think I'll make it to Confiction, however. (At least, not for some time...)."

*((The reason I did use the Confiction flyer was that I wanted to express that this zine wasn't just about Diplomacy... and another that I didn't have any art available to use for a cover. In the future I will skip the cover art as it isn't needed. Maybe a picture or two inside the zine, but not much more.*

*((This summer looks good. During late June World DipCon and Origins in USA, and from late July and upto late August three big Cons in Europe: Conjunction (Cambridge, England), GenCon (?, England) and Confiction (The Hague, Holland). The last of these aren't a Game Con but it's big and the next Confiction in Europe wont be until '93 or later. I will (95% chance) go to the American Cons but I don't know yet if I can afford all those European Cons. Maybe I settle just for Confiction and travel cheap.))*

**JOHN ROBILLARD** (Umeå, Sweden, Oct 23): "What fun to get #2. *((So far in English. The rest was written in Swedish.))* But I think I continues in Swedish anyway, I need practise. I don't think that the Scandinavian are especially difficult (I understand written Danish Norwegian Swedish) but of course you do as you wish. Speaking about languages, what does "grey press" and "black press" mean?"

*((I think black press are press from one of the powers that is not written by that power. Grey press are all press that not comes from the powers, written by anybody (even the spectators).*

*See below for a comment on the language part.))*

**JOHN CAIN** (Balwyn, Australia, Oct 31): "As a (to my great shame) monolingual English speaker, may I support the use of English where possible in your zine. None the less, don't lose sight of your aim to build up the Scandinavian hobby."

*((Well, as you can see this zine should be totally in English. I think this will be the case in the future, but an occasional statement or two in non-English might "slip thru". Pas des problem... You Anglo-Saxons might not know that the case is as John R states above. Personally I read English quicker (they spell their words as they are pronounced in Denmark and Norway while we Swedes don't). I noticed this when I was at the Kon-Tiki museum in Oslo where they had written information about the exhibited things in both English and Norwegian. Started with the Norwegian but that went rather slow as I was forced to speak up many words to understand them while the English was as usual. Spoken Norwegian are normally no problem for me (Oslo Norwegian) while Danish can be tough as many Danes speak quick and careless. I think this is why there aren't any Danes at Swedish cons while there is quite a lot of Norwegians. Another interesting detail are that Norwegians understands Swedes better than Swedes understand Norwegian. This intransitive relation comes from the fact that many Norwegians get Swedish television. Swedes, on the other hand, haven't got "Norsk Ringkringkastning".*

*((This brings me to television. At last in the end of October I got the cable TV installed! Now I can look at about 15 channels whereas a month ago I just had the 2 national. Although my options have increased I only looks at the same 2 as I did before, and also MTV, CNN and FilmNet. These 15 channels cost some money each month, but as I live in a student apartment (in a corridor with 8 student apartments) and we split the cost in 8 shares it's rather cheap.*

*((One thing that I don't like with the so called free channels are the use of commercials. These are used in breaks in the middle of movies to show a too long part with trivial stupid nagging bits that spoils the mood. If one should use commercials these should be kept out of some programs. Preferably all commercials should be placed in blocks and be shown between programs! In Sweden we don't have any commercials in the 2 national channels (yet) and at cinemas all the commercials are shown the last 10 minutes before the movie starts, together with trailers. At least they (non-American = non-Pepsi, non-Coke, etc.) are funny! And I don't have to see the same stuff over and over again each day.))*

**FRED C. DAVIS, JR** (Ellicott City, Md, USA, Oct 31): "I have two suggestions

for the PAX GERMANIA House Rules published in issue #2. One would be to provide for a separate Winter 1901 season on all occasions. This is because there are so many Builds made in W '01, The second would be not to expel a player from a game for 3 NMR's if it is an International game. You will find that there is a higher likelihood of a player's orders being late or lost when Overseas player is involved. (We even have trouble sometimes with orders coming from Canadian players). I would temper with mercy here, and allow for a total of at least 4 NMR's.

"You may also want to consider running a separate Winter season whenever one of your players has NMR'd in the Fall. This would, at least, give a replacement player a chance to get into the game gradually. You must expect to have NMR's in your games if Overseas players are involved, but you don't want to hurt so badly that a replacement player doesn't have much chance to repair the damage."

*(( I agree with most of your recommendations. They are incorporated in this issue's PG. I've skipped "or 3 NMRs" and just uses the 2-in-a-row. As can be seen in the new house rules I uses the '01 separation, NMR-Fall separation and not otherwise. The first and last can be changed in case of a majority vote.))*

**JOHN ROBILLARD :** "I'm still working with Hypercard Bundles (*(right word?)*), among other things I've translated everything into English because the mixture Swedish-English didn't look alright and I don't know all the Swedish names of the areas."

*((I'm looking for a Computerized tool for arbitrating games. And maps in electronic form would also be helpful. I know about Avalon Hill's program but first I don't have a PC, and secondly it isn't that good. Eric Klein mentioned another program for PCs: "Judge". Until the next issue I'll try to make a nicer map than the one in LAE#1 although it suffices.))*

**EDI BIRSAN (Nov 2):** "I'm rather surprised by your zine. What word processor do you use to make it? I wonder how much better my own zine (Arena) would have been 15-20 years ago if I had such a machine. In fact the Golden Days of the hobby would have reached a much higher level if we had such machine support."

*((I use an Apple Macintosh and the various Desktop Publishing programs that exists (e.g. Pagemaker, Microsoft Word). Those programs makes it a lot easier to make zines but I belive there's a risk that all zines could look the same. As always it's the contents that's most important, not the look.))*

**JOHN CAIN :** "Good luck with getting the PBM hobby off the ground in Sweden, In Australia I have put a lot of effort into building up the hobby, and it is hard work

- but also very rewarding."

*((Well, I'm working on it.... Maybe the 1990 will be the break-through for the hobby in Scandinavia?))*

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*(("1914", Continued from page 11))*

I. If a unit of a player's own country attacks or supports an attack on any one of the following minor countries while it is uncontrolled, his PF total in all the minor countries in the group is reduced to zero.

Group 1: Belgium, Denmark, Holland, Norway, Sweden.

Group 2: Spain, Portugal.

### **Minor Country Supply Points**

J. Minor countries do not begin accumulating SP until controlled. A minor country may receive, but cannot give, a loan.

K. A controlled minor begins play with sufficient supplies for its present units, plus two per supply center. Uncontrolled minors always have enough SP to pay for defensive combat.

### **Miscellaneous**

L. Because of the extra activity required during Fall adjustments in this variant, players may negotiate before adjustments take place. Half the time given for Spring or Fall negotiations is sufficient.

M. Turkey and Italy are semi-active when uncontrolled. The two Turkish units move to Smyrna. Italian A Venice and F Naples both move to Rome. If one of either pair is dislodged, the other stands. Italian A Venice retreats to Rome, if possible, if dislodged.

N. Austria cannot control Italy or Serbia, but can prevent another player from controlling them. Similarly, Russia cannot control Turkey, nor Germany control Belgium.

You will find that each player must walk a supply tightrope. One cannot ignore the political arena (minor control), but SP converted to PF cannot be used by the military. One must have enough units to match the opposition, but enough SP must be saved to pay for the year's battles. Promising offensives may fail for lack of supply; attack is more costly than defense, but attrition becomes a valid strategy if you have saved more SP than the enemy. A player who tries to be safe will find himself without controlled minors or without enough units. If everyone tries to play safe a true World War I stalemate can result, without Bolsheviks and Americans to break it.

# Pax Germania

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Edited by Per Westling

GAMESUBZINE OF L4E

ISSUE #15

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*((I counted wrong in the last issue of L4E. As this subzine was the base for this zine, the last issue of PG should have been #14.))*

## GAME START

**Gunboat Diplomacy** (with press): GM Per Westling "The Thing" (89??rb)

You can see if you're in this game (and which power you got) under personal messages. Deadlines the same as the zine. No winter separation in this game. Good luck everyone!

## WAITING LISTS

**Regular Diplomacy** (exp. players): GM Mats Persson "2001" 4/7  
[Ulf Jireton, Kalle Stengård, John Robillard, Borger Borgersen]

**RegDip** (inexp. players): GM Per Westling "The Forbidden Planet" 2/7  
[Johan Andersson, Björn Westling]

**International (Reg.) Diplomacy:** GM ? 1/7  
[Borger Borgersen?]

Two months per move. Or is one enough? One month is used before Winters. In any case the players can't be too close geographically. Max 2 in one country.

**Cline VI:** GM Sven "-E" Eriksson 2/7  
[Kalle Stengård, Borger Borgersen]

The rules can be found in L4E#2 (or can be sent for from the editor).

**Other games:** Fast paced Gunboat, 1914, Gunboat without press, Classic Diplomacy (1953 or 1958).



## STAND-BYS WANTED

If you're interested in playing, another variants, arbitrating or another PBM-games, please contact the editor. If you applies for a game, don't forget the preference list. And I'm always in need of standby players. If you're interested do let me know and send in your name and what type of games you're interested in, e.g. "All", "RegDip", "Diplomacy only". Activated standby players will have their credit extended by THREE issues.

## GAMES

**Oscar II's nightmare (RegDip, 89??):** Austria & Italy conquers the world!

The A/I draw has passed (3 Yes, 3!! NMR). Congratulations to Borger Borgersen (A) and Jacob Lundqvist (I). End game statements (if any) are due next issue. Game stats are listed below.

		<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>
Austria	Borger Borgersen (Draw F07)	5	7	6	7	8	10
England	Henrik Tonkin (Surv F07)	4	6	6	6	5	4
France	Jon Venbakken (Surv F07)	5	5	6	5	6	4
Germany	Kalle Stengård (Surv F07)	4	6	5	6	5	6
Italy	Jacob Lundqvist (Draw F07)	5	5	6	6	7	9
Russia	Björn Ehlert (Drop S03)	5	3	3	3	3	1
Turkey	Björn Westling (Elim F04)	4	3	2	1	0	-

**Houserules:** The houserules below will be used in all games, unless otherwise mentioned. This is version 2 and they replaces the first version published in L4E#2. They are not definite yet so if you have any ideas write me a letter.

1. Any situation not covered by the rulebook will be decided by the GM. Any error by the GM must be pointed out by the next deadline or it stands as is.
2. Orders should be submitted by mail (or electronic if applicable) to the GM of each game before deadline.
3. No black press is allowed. Grey press is. All press is subject to editing.
- 4a. Spring+Summer & Fall+Winter divisions are normally used. Fall and Winter

for a particular year will be separated if a majority of the players so request. Winter 1901 are normally separated (not in Gunboat) unless a majority of the players requests that there should be no separation.

4b. Retreats should be ordered together with each unit (e.g. A Mun-Trl {ret to Kie, Ber, otb}) The unit will retreat to the first available square in your list. If two (or more) of your units would retreat to the same square, the unit listed first will retreat to the square and the second will have to retreat elsewhere. If another country retreats to this square your first unit and that unit will both be destroyed, and your second unit will have to retreat elsewhere. No retreat order means disband.

4c. Building and removals should be listed with Fall orders. If a build is not possible it will be ignored and the next considered. You can specify your removals any way (except that removals are simultaneous with builds) as long as your intention is clear to the GM. If the piece you listed to remove first is not where you have it listed, and retreated somewhere else, that piece will be removed by default.

4d. If a Fall/Winter separation is in effect, you should order retreats, removals and builds separately in a Winter move.

4e. Moves may be conditional upon season separation and stand-bys. Build may be conditional upon season separation, retreats, and stand-bys. Please be precise and try to cover all options. If a situation develops not covered by the conditional orders, orders common to all sets submitted by that player will be used.

5a. A No Moves Received (NMR) in Spring 1901 will result in all units of the NMR player holding. If two or more players NMR in S'01 the game will be delayed on turn/issue and standbys will be called.

5b. A NMR during a Fall will automatically separate Fall from Winter, if i) Not Gunboat, ii) The abandoned power have gained centers, or have the same number and have lost units, and iii) There are room to build units.

5c. After one NMR a stand-by is called in to place orders next season. If the original player again misses the deadline that player will be expelled from the game and the standby becomes player of record.

5d. NMR = Yes on any vote. The NMR'ing player doesn't vote against any wish to get season separation. No Vote Received (NVR) from a non-NMR'ing player = No on that vote.

6. Draws may be proposed by a player at anytime. Proposals shall be published anonymously. One "no" vote defeats the proposal unless the "no"-voter would have been single conceded winner. NMR = "Yes", NVR = "No". Votes will be anonymous; only the resulting pass/fail of the proposal will be published. If more than one draw passes, the one containing the most players will count.

7. Houserules may be amended due to unanticipated circumstances, Any changes in the houserules will be specifically mentioned and voted upon by the players.

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## ADDRESS LIST

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Brad Wilson, P.O. Box 126, Wayne, PA 19087, USA (Vertigo)

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((*"Editorial", Continues from page 3*))

when I moved to Linköping that I met sf-fans that made sf-zines. Those zines inspired me to make my own zine, but as I'm not very good at writing short stories I didn't know what kind of zine I could make, until I got my hands on two Diplo-

macy zines; Diplomacy World and Dipsomania. They finally inspired me to make my own Diplomacy zine, of which you now are reading the third issue!

The next issue will be finished in the mid December.

# ZINE

This time the reviews will be in a different form. The table of zines are much more readable when you have a lot of them. Address to the publishers/editors can be found in the Address Lists.

## Codes that uses grading:

L = Layout  
G = Games  
C = Contents  
O = Over all value

## Grading system:

I use 0-5 there 2 is "OK", 3 is "Good".  
Sometimes I use Y(es)/N(o) instead.

## Code explanation:

F = Frequency of publication (m = month, w = week)  
NP = No. of pages

<u>Zine</u>	<u>F</u>	<u>Size</u>	<u>NP</u>	<u>USCS</u>	<u>USSub</u>	<u>ECS</u>	<u>ESub</u>	<u>GF</u>
A Sharp Mind & A Straight Knife #97	m	A5	20	60¢	?	?	?	?
The Appalachian General #62&#63	m	A5	18	75¢	\$10/15	-	\$1/#	\$5
Been There, Done That #9	m	A5	36	75¢	\$6/10	?	?	\$5/\$10
benzene #55	m	A4	18	80¢	-	US\$1	-	-
Bushwacker (Nov)	m	A4	10	(50¢)	\$6/12	(50¢)	\$8/12	(\$9)
The Carolina Comand & Commentary (Nov)	m	A5	20	-	\$1/#	-	?	\$5
Dipadeedoodah! #8	m	A4	12	-	\$1/#	-	?	\$3/\$5
Diplomacy World #56	3m	~A5		\$4	\$15/4		\$20(40)/4	
Dipsomania #4	2m?	A5	36	-	\$1/#	-	£0.45/#	-
Dipsomanie #4								
Electronic Protocol	1w	-	var	-	-	-	-	-
Fiat Bellum! #74	m	A5	52	-	\$1/#	-	?	\$5
Get Those Dots Now! #13	m	A4	12		\$7.5/10		\$9/10	(\$5)
The MetaDiplomat #8	5w	A5	12	50¢	\$5/12	US\$1.6		\$5
Moire #6	5w	A5	14	-	50¢/#	-	?	\$5
Protocol #12	4w?	A4	6	-	75¢/#	-	?	\$5
Rebel #50	6w?	A5	60	-	75¢/#	-	?	\$5
Vertigo #96	m?	A4	12	-	\$4/10	-	?	?
Victoriana #27	m	A5	24				Per issue: Aus\$ 2	-

# REVIEWS

USSub = Cost of Subscription in the US per n issues.

USCS = Cost of Sample in the US. Cost by airmail in parenthesis.

ECS = Cost of Sample in Europe. Cost by airmail in parenthesis.

ESub = Cost of Subscription in Europe per n issues.

GF = Game fee.

IGO = International Game Openings?

DipGO = RegDip Game Openings?

GBGO = Gunboat Game Openings?

VGO = Game Openings in other Diplomacy Openings?

RRGO = Railway Rivals etc. Game Openings?

OGO = Other Game Openings?

<u>DipGO</u>	<u>GBGO</u>	<u>VGO</u>	<u>RRGO</u>	<u>OGO</u>	<u>L</u>	<u>G</u>	<u>C</u>	<u>Q</u>	<u>Comments</u>
N	-	-	N	N	2+	2+	2	2+	"Old" Life of Monty
Y	N	N	-	-	3-	3-	3	3-	
Y	Y	Y	N	Y	3-	2+	4	3	Both zine and subzine
-	-	-	-	Y	2-	3	4	3	"Talk zine", mostly politics
-	-	N	-	—	2	2	3	2+	Has been around since '72
N	Y	Y	-	-	4	4	3	4-	CAD
Y	N	Y	-	Y	5	5-	5	5	
Y	-	-	-	-	3+	4+	4+	4+	
Y	Y	Y	-	Y	4+	5	4	5-	
Y/N	Y/N	Y/N	-	-	2	2	2	2	French version of <u>Dipsomania</u>
Y	-	-	-	-	3	5-	3	4	Electronic mail zine
Y	N	Y	-	-	3-	2	3	3-	NAVB custodian
N	N	-	-	-	2	2	-	2	
Y	-	-	-	N	3	4	3	3	
N	N	-	-	-	2	2	2	2	
N	N	-	-	-	2	3	3	3	<u>High Inertia</u> subzine
N	-	-	-	-	:-)	2	4	?	A very special zine
Y	-	Y	Y	-	4	4	4	4	

PRESENTING...

REPLIES TO:

THE  
WORLDWIDE  
DIPLOMACY  
COMMAND,  
CONTROL,  
COMMUNICATION, &  
INTELLIGENCE  
NETWORK

Larry Peery  
DIPLOMACY WORLD  
Box 8399  
San Diego, CA 92102, USA

or,

DC<sup>3</sup>, for short.

One of the most challenging aspects of being Avalon Hill's contact with the Diplomacy hobby, and publisher of DIPLOMACY WORLD, is dealing with the hundreds of inquiries I get about the game and hobby from all over the world. In the past few years, at last count, I have had queries about Diplomacy from all six continents and over 25 different countries. In their own way each one of them asks the same questions: 'Where can I get more information on the game Diplomacy...Where can I find other players locally...How do I get in touch with the international hobby, if there is one?'

Quite some time ago I created a standard response kit for use within North America and, although not perfect, it does get the job done. Dealing with inquiries from overseas has always been more difficult, but it's a problem that demands our attention.

And so we created TWDC<sup>3</sup>IN, or DC<sup>3</sup> for short. Last year I approached a number of other publishers of DIPLOMACY WORLD type publications in several of the English-speaking countries in an effort to establish an international Diplomacy network that would exchange news and information about our respective national Diplomacy hobbies. Jan Niechwiadowicz, from the UK, and Michael Gibson, from Australia, jumped right on the idea; and since then I have had other inquiries about joining the Network. In fact, I think we now have representatives in between 10 and 15 countries in America, Europe, Asia, and Australia.

What follows is basically my vision of what the DC<sup>3</sup> should be and how it should do its job. By no means is that the final word on the subject. In the next year or so we will learn, by trial and error, if my idea is a good one and if my method works. If so, good. If not, then we can always change it.

I'll use a question and answer format to get some basic information about the DC<sup>3</sup> to you. If you can think of other questions (or have other answers) please send them along. I want to prepare a basic introductory package on the DC<sup>3</sup> for future use and your input is vital.

WHAT IS THE DC<sup>3</sup>? First, don't let the name fool you. That's a joke, as is the Worldwide Military Command and Control System, for which it was named. WIMEX is the system created to allow the President of the United States to maintain his authority in case of an all out nuclear war. Anyway, DC<sup>3</sup> is an informal network consisting of representatives from national or language groups all over the world. Any nation with a Diplomacy hobbyist is qualified to join the Network. It may be necessary, for language reasons, to have a representative serving a country other than his own, or serving several countries, or a scattered group of hobbyists, but I hope to keep that to a minimum.

WHY A DC<sup>3</sup>? Originally I saw the DC<sup>3</sup> simply as a news and information exchange service, something like a Reuters, AP, or UPI. But I've realized that the DC<sup>3</sup> has a much larger potential than that. In addition to being a vehicle for the exchange of news and information about their respective national hobbies, I would hope the Network will, as best it is able, provide mutual support for its members, promote the international hobby, build

national hobbies, and perhaps even support any Diplomacy "colonies" we come across.

WHO FORMS THE NETWORK? To keep things to a manageable size, and keep costs and workload down, I suggest that each national hobby be represented by a single primary point of contact, or national representative, who would usually be the publisher of a major "news" Diplomacy publication, although anyone with extensive internal hobby contacts and access to printing facilities could serve. Each country, or language group, if possible, should have a back up point of contact, perhaps a service custodian, in case the primary contact disappears or fails to fulfill his obligations for any reason. Above all, we must maintain the continuous and timely flow of information, or we cannot fulfill our primary purpose. We must build a certain amount of redundancy into the system to make sure that the elimination of any one primary source of contact does not cause that country to lose contact with the system.

WHEN DO WE BEGIN? Now. Realities of air mail being what they are, we will have to allow from five to ten days for communications throughout the network, and two weeks may not be too long in some cases. I would think a minimum quarterly publishing schedule should suffice for most of us, and more frequent mailings as needed. For all of us this is a subsidiary effort, albeit an important one, to our major hobby responsibilities; so I'd like to keep the workload and costs as small as possible. Most of us will be able to put together our newsletters from materials gathered for our various publications.

HOW SHOULD WE OPERATE? As I see it, each primary contact will act as a news and information exchange point for others in the network, collecting information from within his own country (or language group) and publishing it in a newsletter format (similar to those included with this mailing) to exchange with others. Here's one possible method:

1. Each contact collects news and information from within his own country, or language group.
  2. He publishes it in a newsletter format,
  3. And sends it along to other members of the network.
  4. (And optionally makes it available within his own country.)
  5. He receives, in exchange, from them their own newsletters.
  6. And makes them available internally;
  7. Or reprints them (completely or in an abbreviated form) in his own publication;
- thus completing the cycle.

Well, that's the theory anyway.

For example, I am sending a copy of this mailing to perhaps a dozen different countries. Hopefully I will get a page, or two, but not more than three or four, in return from each of them. I will then combine those into a single collection and make that available within the USA. Alternately I may digest the information contained in the newsletters and include it in DW. As I get inquiries from abroad I will send them a copy of the latest issue and suggest they contact their national representative directly. And if they represent a country where we don't have a representative I'll attempt to recruit them into the Network. Hopefully you will all do the same so we can expand the Network to wherever Diplomacy fans are. It will take time but we can do it.

Originally I sought only English-speaking members for the Network but that is obviously not going to work, although many Diplomacy players abroad do speak English as a second language, and hopefully the primary contact will be able to read and write English. I suggest English as the primary language for Network international correspondence because it is as close to a universal language as we have. Each contact can use whatever language he prefers internally, perhaps translating the highlights of each national

newsletter into the local language.

WHERE ARE WE? Initially I hope to include the USA, Canada, the UK, France, Germany, Holland, Belgium, Sweden, Austria, and Australia in the Network. I know there are other European national hobbies (e.g. Switzerland and Spain), but I don't have reliable contacts there. I also know there are Diplomacy players in the PRC, ROC, Singapore, and Tonga. We'll work on them as well.

FORMAT? I hope you will all type, computer generate, or print neatly your newsletters on standard-sized (whatever that means...) white paper using black ink. Color is nice but you can't always duplicate it very well. For simplicity's sake I suggest we all adopt Michael's title format, -----(your country's name), followed by DIPLOMACY NEWS.

CONTENT? I realize that for some of you filling a page is going to be hard, especially if your national hobby only consists of five players, no magazines, and not much else. On the other hand, major Diplomacy countries are going to have a problem keeping things down to two to four pages. We'll just have to work around that problem. Among the subjects you might want to cover, depending on the size and complexity of your national hobby, are: play by mail Diplomacy, play by electronic mail Diplomacy, computer Diplomacy, face to face Diplomacy, conventions, tournaments, and related gaming events that might be of interest to Diplomacy fans. Your national Diplomacy organizations, services, custodians, events, publications, and local groups are also possible topics for the newsletters. Features might include personality profiles, strategy and tactics articles about the game, a history of your national hobby, etc. Who knows, the next Lepanto Opening might come out of Tonga, and Lulea, Sweden might be planning to bid for WORLD DIPCON IV! Basic information, current news, and feature material are all welcome.

GETTING STARTED WON'T BE EASY, WILL IT? No, but that's half the fun of it. First, if you have any suggestions, comments, or questions please send them along now. I know I haven't thought of everything. I'm certainly open to input from all. If you want to participate in the Network please let me know as soon as possible. If you have suggestions for your own national representative position, or candidates for other countries, please send their name(s) on to me so I can contact them directly. You might also write them yourself and let them know what's going on. I prefer that you all coordinate with me on this since it might be embarrassing if we had several duplicate representatives from the same country. If you are not interested in participating in the Network please let me know that as well, suggest one or two people in your country who might be interested, and send this on to them.

NEXT TIME? For our inaugural issue; which I hope to see published before the end of the year; I would like three items from each national representative: (1) a one page basic information sheet on your national hobby containing names, addresses, phone numbers, for major publications, organizations, services, events, etc. for the key people in your national hobby; (2) a brief biography of yourself; and (3) a couple of pages of news and perhaps a feature item. Send this information to me directly. I'll distribute it to all those who join the Network. If you want to start your own newsletter now, please do so, and send copies to the people listed on the attached mailing list. I'm not sure they'll join our group, but they might.

FACE TO FACE? If, by some miracle, I get all your responses and feedback within the next three weeks I'll try to get a mailing off before I leave for Europe on 1 November. Otherwise, you'll hear from me in mid-December or my return. If you plan to attend the MIDCON in Birmingham, England; or be in Paris during the second week of November; or in Vienna for KREIS SPEILE WIEN in mid-November; you might run into me. Look for somebody that looks like a cross between Pierre Salinger and Tom Selleck, or John Belushi.



Welcome to the first issue of **Australian Diplomacy News**, an occasional broadsheet designed to keep the Overseas Hobby informed on the latest happenings in the Australian Diplomacy hobby.

This broad sheet is being distributed through the C<sup>3</sup> Network. (Larry Peery in Nth America, Jan Niochwiadowicz in the UK, and Michael Gibson in Australia. (NZ?? Europe ??)) It's purpose is to disseminate information between the major hobby centres, particularly now that events like WorldDipCon are becoming a viable reality.

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**The 1989 Tournament Circuit** started off in fine style with the **Australian Diplomacy Championships** held over the Australia Day Long Weekend (Jan 26th - 29th) in the nation's capital, Canberra. Mathew Gibson was this year's Organiser and GM, presiding over 40 full time players and many more casual and social participants for 4 day-long games of Diplomacy. The atmosphere was friendly, the carousing was exhausting and the competition was intense with two outright victories were achieved (a rarity in Australian Tournaments), one by the eventual winner and 1989 Champion, Luke Clutterbuck.

**The Top Seven**

- 1st Luke Clutterbuck (NSW)
- 2nd Steve Gould (NSW)
- 3rd Robert Wessels (Vic)
- 4th Darryl Winder (NSW)
- 5th Thorin Munro (NSW)
- 6th Brett Chatterton (NSW)
- 7th Craig Sedgewick (NSW)

Players Choice:

Robert Wessels (Vic)

---

**Victorian Diplomacy Championships**

Determined to be treated seriously as a venue for a major Australian Diplomacy event, the Victorian Diplomacy Club went all out to produce a 'big' show. Organiser John Cain, GM Bill Brown and man-of-limitless-enthusiasm George Smirnow worked hard on the local and interstate players to get a 40+ player turnout, 5 times better than any previous year. Held in Melbourne, the Victorian capital over the Easter

holiday, 3 full day games and a picnic in the local wine district made it the most social event on the hobby calender. In a field dominated by interstaters, everyone's nemesis Andrew England eventually overcame Cooper's Ale and curry to post his second Championship win in two years

**The Top Seven**

- 1st Andrew England (ACT)
- 2nd Neil Smark (SA)
- 3rd James Vickers (SA)
- 4th Mathew Gibson (SA)
- 5th Robert Wessels (Vic)
- 6th Jonathan Heaney (NSW)
- 7th Harry Kolotas (NSW)

Players Choice:

James Vickers

---

**New South Wales Diplomacy Championships**

Held as part of the Diplomacy Expo, these championships are already established as a popular event with a good reputation interstate. Organiser Luke Clutterbuck and GM Neil Ashworth built on that reputation to increase the local turnout for an exciting and strong 30+ player event. However those locals were no match for spirited Victorian Robert Stephenson who blitzed the field to post a well deserved first place.

**The Top Seven**

- 1st Robert Stephenson (Vic)
- 2nd Harry Kolotas (NSW)
- 3rd Steve Gould (NSW)
- 4th Darryl Winder (NSW)
- 5th John Cain (Vic)
- 6th Adrian Fegan (ACT)
- 7th Michael Floyd (NSW)

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**South Australian Diplomacy Championships**

Planned for October 1989. At this stage it may be a combination of standard Diplomacy and Variants. To be Organised by Mat Gibson.

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**Diplomacy Association of Australia**

The DAA has been mooted for some time. It's seen as a necessary development within the hobby in order to achieve a few goals - not the least of which is expansion of the hobby through publicity. Typically, we are gravitating wildly between a desire for a body to represent the Diplomacy hobby, and a distaste for the inevitable bureaucracy. It's making for some fairly intense hobby

politics, particularly from Andrew England (the interim coordinator of the DAA and editor of Beowulf), Harry Kolotas (mild mannered business man), and John Cain (editor of Victoriana). As with the Great Ratings Debate last year, the heavy politisizing is likely to die, at which time a stable organisation will rise like a phoenix from the ashes of debate. Maybe.

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#### Ratings

For better or for worse, most of Australia seems to have adopted a single ratings system for use universally in postal and tournament games. It's a system that's been discussed and argued over for a good 4 years, and now is adaptable enough to be used easily both progressively and at the end of a game.

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#### Publicity

Negotiations are continuing with the Diplomacy game-box distributors in Australia, Jedko Pty Ltd for the insertion of publicity pamphlets in boxed sets of The Game. On a more personal and more successful front, the Melbourne gaming community recently ran their inaugural exposition of games, hobbies and other pastimes. Called Games 89 it featured everything from miniatures and D&D, to basketball and Scrabble... and of course Diplomacy. Leaflets were distributed, a series of competition and social games were held and thousands of people were exposed to the game of Diplomacy.

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#### WorldDipCon

Preparations are already under way for WorldDipCon 1992, to be held in Australia. Sites and organisers are being considered; the local hobby population is being built up; and ideas are charging back and forth. A group of Australians will be at in North America to study the WDC 1990.

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#### Zines

The Australian Diplomacy Hobby magazine scene is fairly healthy at the moment, with 8 zines produced regularly and running games, and one or two more spasmodic productions.

The oldest of Australian zines is The Envoy, still running (albeit slowly) into it's fourth year. The Envoy began in 1986, a combination of Austral View (1980-86) and Rumplestiltskin (1985-86 and currently runs games, and lively debates on socialism and music under the editorship of Mat Gibson.

Two editors and their zines that would be familiar to overseas Diplomats are Andrew England and his zine Beowulf, and John Cain with Victoriana. These two zines and their editors are the mainstay of the hobby politics in Australia, fielding debate on ratings, organisations, GMing and personalities. Both these zines have been around since 1987, run great games, and show no sign of flagging.

The last year has seen almost a glut of new zines for the discerning Diplomat to choose from. Tragedy and Hope from Greg Long is a literate look at things of interest to Diplomacy players and makes for entertaining reading. Diplomatic Immunity Per Se is a more whimsical production, with quite a few games, put together by Jeff Perkins and 'M'. Early this year The Politics of War burst onto the scene with the young and energetic Craig Brown at the helm. All these new zines bring more unknowns into the hobby, and all cater to the Australian hobby's insatiable desire for more game openings.

There are two zines in Australia that specialize in variants. The Gunship is edited by Alan Howard and specializes in Gunboat games, running about 4 different types of that variant. Another (rather slick) production that caters solely to the variant interests is Hyboria, by Warner Airey, who invents and runs variants based on fantasy novels, particularly based on the Cimmerian world.

A more irregular zine is The Australian Journal of Diplomacy, by Michael Gibson which records game-starts, game openings, reviews, articles and reports for the hobby.

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For more information, contact:

Michael Gibson  
PO Box 1053  
Carlton VIC 3053  
AUSTRALIA

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Welcome to the first issue of USA DIPLOMACY NEWS, an occasional publication designed to keep the worldwide Diplomacy hobby informed on the latest happenings in the American (e.g., as in USA, not including Canada) Diplomacy hobby. This newsletter is being distributed by the DC Network. (Michael Gibson in Australia, Jan Niechwiadowicz in the UK, Ferdinand de Cassan in Austria, Jef Bryant in Belgium, Christophe Barot in France, Per Westling in Sweden, and, no doubt, others in even more bizarre places...) It's purpose is to disseminate info between the major hobby centers and promote the hobby on a worldwide basis.

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## THE 1989 DIPLOMACY CONVENTION AND TOURNAMENT CIRCUIT

It would be interesting to know the number of Diplomacy events held this past season, the number of games played, and the number of players involved. Unfortunately, I doubt if anyone knows. I do know that the number of events held between Memorial Day (late May) and Labor Day (early September) exceeded twenty, the number of games of DIPLOMACY played surpassed a hundred, and the number of players approached the one thousand mark. American Diplomacy events fit no pattern. They range from simple, informal weekend house parties to three and four day highly structured convention/tournaments held at major hotels. All in all, there is something for everyone.

The season began with DIXIECON, held in Chapel Hill, NC; a relatively new event, but one that attracts some of the best players in the hobby, or at least the best players in the area; which is saying the same thing. Dave McCrumb, Morgan Gurley, and Dan Sellers; always top finishers, swept the top three positions.

The Madlads, of Madison, WI, have always hosted a popular and well attended event and this year was no exception. Gaming, of all kinds, and lots of socializing, combined with keg after keg of beer, makes for a fun weekend. Nobody ever remembers who won what, but then, who cares?

The Canadians put together their first big Con in sometime this year, using an university campus in Toronto, and hosted Diplomacy fans from both sides of the border. It appears to be a matter of time before Canada hosts a DIPCON event.

ORIGINS, the big gaming event of the year, moved to Los Angeles this year and thousands of gamers, of all types, flocked to the biggest game show of the year. Seventy-plus Diplomacy players played over a five day period. The results, no surprise to anyone, saw Steve Cooley, a local legend, win yet another con event.

Baltimore, MD, home of ATLANTICON, saw more fireworks at this year's event than at any time since the Brits attacked ... well, you know. Robert Sacks ran his usual good tournament and provided an eventful weekend for those attending.

Any excuse is a good excuse for a Diplomacy event in the States and Vince Lutterbie managed to fill his house and backyard with Diplomacy fans out in the boonies of middle America. The lure was a brand new swimming pool, the event POOLCON, of course.

The big event of the season was DIPCON XXII, returning to San Diego, CA after an 18 year absence. Fifty-plus players gathered for an extended weekend of Diplomacy that included games of all types of Diplomacy. Players from all over the United States, England, and Austria gathered to see one of the hobby's living legends, Edi Birsan, walk away with the over-all championship.

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## 1990 WAITS ITS TURN

No doubt most of these events will encore in 1990, although the specific sites may change. ORIGINS moves to Atlanta, GA, for instance, and DIPCON XXIII will be held in

Chapel Hill, NC on 22-24 June. For more info on that contact David Hood, 15F Estes Park, Carrboro, NC 27510. Unless you're in the United States, or have visited it extensively, you cannot appreciate how diverse a hobby we are. The average attendee at a major British Con, for instance, travels less than 100 miles to participate. At last year's DIPCON the average participant journeyed over 750 miles to be a part of that event; and many came even further, although I'll never figure out how Erik Adenstedt got to San Diego, CA from Vienna, Austria by Greyhound bus. Oh well...

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#### USA ZINES: THE BEST OF A LOT

The only thing that America's 70+ Diplomacy publications have in common is that they have nothing in common. There is, quite literally, something for everyone among our Dippy zines. The following four; which ranked first through fourth in this year's Runestone Poll (America's annual zine rating survey); are typical of what we have to offer. For more to pick from consult the ZINE REGISTER (see below). FIAT BELLUM combines games, lots of chat, and a lively wit into this year's top zine. Available from Don Williams, 44016 4th St. East, Lancaster, CA 93535-3613. PERELANDRA combines beautiful graphics, lots of games besides Diplomacy, a dose of high-brow literature, and a sense of Irish melancholy. From Pete Gaughan, 3105 E. Park Row, #132, Arlington, TX 76010. CAROLINA COMMAND AND COMMENTARY offers many Diplomacy games with some of the best players in the hobby, news of the hobby, reports on the doings of the CADs (Carolina Amateur Diplomats), and some slightly bizarre political views. It's publisher, David Hood, is a former DIPCON champ and chairman of next year's DIPCON event, as well as being Associate Editor of DIPLOMACY WORLD. David Hood, address above. benzene has almost no games in it, but does carry a very lively letter column, lots of chat, and some even stranger political ideas than Hood's. Mark Lew, 438 Vernon, #103, Oakland, CA 94610. To get a sample copy of any, or all of these zines I suggest you make sure of the ISE (see below), or send them a couple of IRC, available from your local post office.

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#### CHANGING OF THE GUARD

A remarkable thing has happened in the American hobby recently, a changing of the guard that has brought fresh, new faces to most of the hobby's key positions. With one notable exception (sigh...), all of the hobby's leaders are now under forty and relative newcomers to the hobby. And you thought such things only happened in Poland, Russia, and China. Here's a list of who's who at the moment:

BOARDMAN NUMBER CUSTODIAN: Don Williams, address above. He keeps track of game starts, endings, and other statistics concerning the hobby.

MILLER NUMBER CUSTODIAN: Randy Grigsby, 571 Sunnidale Rd., RR #2, Barrie, Ontario, L4M 4S4, CANADA. He does the same kind of thing for variant Diplomacy games.

ORPHAN GAMES SERVICE: Vince Lutterbie, 1021 Stonehaven, Marshall, MD 65340. He finds homes for postal Diplomacy games abandoned by their gamemasters.

OMBUDSMAN SERVICE: John Caruso, 636 Astor St., Norristown, PA 19401. He finds impartial mediators to help resolve hobby disputes.

AWARDS PROJECT: Ron Cameron, 7821 Bouma Circle, La Palma, CA 90623. He's taken over the hobby awards project that watches over the Miller, Walker, Koning, and Holley Awards.

ZINE REGISTER & NORTH AMERICAN ZINE Bank: Tom Nash, 5512 Pilgrim Rd., Baltimore, MD 21214. He publishes the ZINE REGISTER; which reviews almost all hobby publications on a regular basis; and provides a random sampling of American zines on payment of US\$2.50 and submission of a LARGE manila envelope. Perhaps the best single way to get a good look at the American hobby.

INTERNATIONAL SUBSCRIPTION EXCHANGE (ISE): In the USA the contact is Paul Gardner, 20 Spruce St., Brattleboro, VT 05301. He can order publications from the British or

Australian hobbies for you, eliminating the need for international money orders, etc. He has correspondents in Britain and Australia who do the same thing for their hobbyists.

NORTH AMERICAN VARIANT BANK: Lee Kendter, Jr., 264 Spruce Ct., Bensalem, PA 19020, runs this service that can provide copies of hundreds of different Diplomacy variants. A catalog is available for US\$5.00.

RUNESTONE POLL: Bruce Linsey, Box 1334, Albany, NY 12201 made this his last year for running the above-mentioned Runestone Poll. Copies of the results of this year's Poll are available from him for, I believe, US\$2.00. Future Polls will be run by Eric Brosius.

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#### OTHER ESOTERICA

CANADIAN DIPLOMACY ORGANIZATION: If you are a Canadian Diplomacy player or interested in that national hobby, you should contact Doug Acheson, 95 Dundonald St., Barrie, Ontario, L4M 3T4, CANADA.

MENSA: The high-IQ group as a Diplomacy Special Interest Group and it can be contacted through Fred Davis, Jr., 3210K Wheaton Way, Ellicott City, MD 21043.

RATINGS: If you're into numbers and pecking orders, the man to reach is Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94904-1339. He specializes in tournament ratings from all over the world. Randolph Smyth, #1023, 555 St. Mary Ave., Winnipeg, Manitoba R3C 3X4, CANADA, on the other hand, keeps track of the Calhamer Point Rating List; which evaluates players way back to the beginning of the hobby for their postal performance.

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#### WORLD DIPCON II

The second WORLD DIPCON will be held in conjunction with DIPCON XXIII (see page 1). I encourage you all to plan to attend this event and, if you can't make it, encourage others to do so. It should be the most exciting Diplomacy event held in North America next year. If you start planning now I think you will find that a visit to Chapel Hill, NC will cost you no more than a summer holiday in Europe. Why not plan a holiday around the event? If you fly, by charter for instance, into Orlando, FL; you can visit ORIGINS in Atlanta and see what a real gaming convention is like; and then see some of the rest of one of America's loveliest areas. And I wouldn't think of mentioning DISNEY WORLD.

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#### COLLECTING BLACK DOTS...THE HARD WAY

Since I can't seem to get them by playing; I have embarked on a long range program to collect 18 supply centers by physically occupying them in person. Last year I picked up London, Liverpool, Venice, Rome, and Naples. This year I plan to go back and reoccupy the two English centers (I don't trust Walkerdine...) and add Belgium, Paris, Munich, Vienna, and perhaps Budapest to my collection. Anyway, I should be in England for MIDCON, spending the first week of November in Birmingham; then off to Paris to meet some of the French hobby members; and then to Vienna for the SPIELE KREIS WIEN. Rumors that I may head for Chernobyl and Stepanakert are just that, hot air.

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#### NEXT TIME

I hope to do one more issue this year, probably in early December, before going on a regular schedule of publication in January, 1990. Anything you want included in any of my mailings should be here no later than 1 December, 1989. Please keep in mind that effective 1 JANUARY, 1990 (NOT BEFORE) we will have a new mailing address: Box 620399, San Diego, CA 92162. Not until then, please.

# WORLD DIPCON II DIPCON XIII DIXIECON IV

CHAPEL HILL, NORTH CAROLINA

JUNE 22-24, 1990

Dipcon Committee: David Hood

Ken Peel

Tom Nash

*"The 1990 International Diplomacy Championships"*

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## NEWSLETTER #2

## November 7, 1989

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Welcome to the second issue of the Newsletter for DipCon/World DipCon 1990. The main purpose of the newsletter is to serve as a source of information to members of the Hobby about our event next year, as well as to facilitate communication between members of the two Committees who are working to put the thing together.

On that note, first order of business is to list everyone who will be involved in DipCon/World DipCon 1990.

### DipCon Administrative Committee

David Hood, Chair and Tournament Director 15-F Estes Park Carrboro NC 27510

Tom Nash 5512 Pilgrim Road Baltimore MD 21214

Ken Peel 8708 First Ave #T2 Silver Spring MD 20910

### DixieCon Tournament Committee

Morgan Gurley, Co-Chair and Publicity, Local 4930 Charmapeg Ave Charlotte NC 28211

Dave McCrumb, Co-Chair and Variant Events Director Rt 1 Box 10 Shawesville VA 24162

Randy Grigsby, Publicity, Canada 93 St Vincent St RR#3 Barrie Ont L4M 4S5

Ron Cameron, Publicity, West Coast 7821 Bouma Cir La Palma CA 90623

Simon Billenness, Overseas Publicity Coordinator 388 Richmond Ter #5L Staten Island NY 10301

John Cain, Australia and New Zealand 76 Banool Rd Balwyn 3103

Peter Sullivan, United Kingdom 27 Farrar St Darlington DL3 6RG

Per Westling, Scandinavia Rydsv. 246 c:16 S-582 51 LINKÖPING SWEDEN

Bob Odear, Publicity, Electronic Mail 901 Park Ridge Rd #B6 Durham NC 27713

Michael Lowrey, Asst. Tour. Dir., Scoring 1131-205 Park Ridge Ln Raleigh NC 27605

Robert Sacks, Special Advisor to the Chairman 4861 Broadway 5-V New York NY 10034

Eric Klien and Tom Nash will also be doing publicity on the E-Mail networks, for Portal and Compuserve, respectively. In addition, Jef Bryant (121 Rue Jean Pauly 4300 ANS BELGIUM) may serve as the Francophone representative. Any other gaps we have concerning the various national hobbies should be taken care of once Larry Peery's worldwide Dipinfo service gets going in January.

**Con Details.** The Con will be held June 22-24, 1990 at the University of North Carolina in Chapel Hill, North Carolina. There will be four rounds of Diplomacy, of which one must play two to become eligible for awards. During the Saturday morning round, the individual scores will also be tabulated by seven-man team for the team competition. Teams are already beginning to be organized in Canada and California, and I hope other places as well. This will add even more enjoyment to the tournament, not to mention more bodies to the Con. There will also be tournaments for variants, Gunboat, and Railway Rivals. There will also be a Diplomacy Geography Exam to be written by 1989 DipCon champ Edi Birsan that will focus on the Diplomacy map and the real-life places represented.

Certificates will be awarded for the subsidiary tournaments and for places 4-7, but plaques will be awarded to the top three places in the tourney. Edi Birsan has donated plaques for the seven Best Country awards. There will also be certificates awarded to players in games who stick it out in bad positions ("Death With Dignity" awards) similar to those awarded at the 1986 DipCon in Fredricksburg.

Avalon Hill Game Company will also be donating prizes for the various competitions. Although the final package has yet to be decided upon it will likely include games, merchandise certificates and free subscriptions to their gaming magazine The General.

**Scoring System.** While there has been some input offered to scorer Mike Lowrey about the scoring system likely to be used at the Con I'd like to generate some more after this issue of DN. Therefore, here is the scoring system used by our CAD face-to-face gamers for comment by newsletter readers:

1st	100 pts	5th	20	Draws receive the average of included places
2nd	60	6th	10	Ties receive the average of included places
3rd	45	7th	0	2 pts are awarded for each supply center
4th	32			

We welcome comment on whether to use this system, and if so, with what changes.

**InterCon.** Don't forget about Jason Bergmann's house Con to be held during the week between World DipCon and the Origins Con in Atlanta. There will be lots of gaming there, or you can just use his house as a home base as you tour the Atlanta area. Also don't forget that he can carry up to three people with him to Chapel Hill from Atlanta (and back) so some Consters may want to fly directly into Atlanta from overseas and carpool with Jason. Get in touch with him: PO Box 23785 Atlanta GA 30322.

**Travel.** Unless one is coming from overseas, you can probably get a direct flight into Raleigh-Durham from any major city. Alternatively, you can fly into Charlotte and carpool with Morgan Garley and his ilk (address on other side). Internationals should contact me or Simon Billenness about your travel plans. There will also be carpool possibilities for many hobbyists. Mike Gonselves (1401 Haven Rd #T-6 Hagerstown MD 21740) will be driving his van and can pick up people through MD/DC/VA. I will announce other rides as I hear about them.

**Internationals.** Below are Con fees listed in a variety of equivalent currencies. World DipCon reps can collect fees/housing from those in their countries and send me one check through the International Subscription Exchange. It turns out that this may hamper the ISE somewhat (I didn't really understand how it worked) so perhaps the reps can do the currency exchange themselves in their countries and then send me US dollars (the fee for doing so here is quite high.) If worse comes to worse, just send me the equivalent currency directly and I'll worry about exchanging it for dollars.

US Dollars	20 (entry)	15 (housing, per night)
UK Pounds	12	9
BEF Francs	760	570
ASL Dollars	25	18
CAN Dollars	22	16
FRA Francs	125	95
SWK Kronas	128	96

**Housing.** For those who don't want to stay in our air-conditioned dorm rooms, I will print a list of nearby hotels sometime this spring.

**Publications.** There will be a Con booklet ready before the Con, including directions, schedules, etc. and there may also be a souvenir booklet afterwards. If I get written bid proposals for DipCon 1991 I will include them in the Con booklet. There will definately be a zine table where pubbers can hawk copies of their zines to Consters - several pubbers have already said they will send samples, and the Australians will be bringing a bunch of their zines with them.

**Variants.** Dave McGrumb is now deciding on the variant to be played during the Saturday night tourney. It will likely be a 5 or 6 player game. Send suggestions to him.

**Participants.** Here is an update on likely attendees for the Con: (US) Don Del Grande, Mark Lew, Rex Martin, Steve Cooley, Marc Peters, Jason Bergmann, Edi Birsean, Vince Lutterbie, Cathy Ozog, Ron Spitzer, Larry Peery, John Crosby, Mark Stegeman, Gary Behnen, and all the members of the Tournament Committees except Robert Sacks, (UK) Richard Walkerdine, Pete Sullivan, Iain Bowen, Rich Bass, Matt McVeigh, Ken Simpson, Dane Hoslen, Derek Wilson, Jan Niechwiadowicz, (AUSTRALIA) John Cain, Andrew England, Mike Gibson, (CANADA) Francois Cuerrier, Cal White, Doug Acheson, (SWEDEN) Per Westling. This, of course, doesn't count the normal DixieCon crowd heavily represented by the Carolina Amateur Diplomats. As more people let me know they are thinking about it I'll let y'all know so y'all can talk them in to it. Also, I'll print who is definately registered so you'll know who has caved in to the pressure...

Next Newsletter: Expect it by January 1.

-DAVID HOOD  
CHAIR



*Mondoj no. 15*

Mondoj is an amateur publication for promoting the design and postal play of variant games of Diplomacy (tm).

Published weekly by Glenn Overby, c/o Octagon Enterprises, PO Box 36983, Grosse Pointe, MI 48236. Mailed as needed for game reports, or every fifth week. Subscriptions \$9.00 per year (52 issues). Game fee to play: \$5/game and subscription.

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Mondoj #15: September 22, 1989...as if we don't yet get to vote enough in this hobby, we present

### The 1989 North American Variant Hobby Poll

There are four categories: Best Variant Zine, Best Variant GM, Biggest Variant Personality, and Best Variant.

For Best Variant Zine: Any zine which runs one or more variant Diplomacy games, other than Gunboat games, is eligible. Zines which do not usually run games are also eligible if a significant amount of their editorial content relates to variant Diplomacy.

For Best Variant GM: Any GM who runs one or more variant Diplomacy games, other than Gunboat games, is eligible.

For Biggest Variant Personality: Anyone is eligible; vote for those persons who contribute the most to the variant hobby by reason of playing skill, variant design, promotion, writing, or any contribution or set of contributions except GMing.

For Best Variant: You may vote for any published Diplomacy variant regardless of when or by whom it was designed.

Directions: In the Zine category, you may vote for up to six zines; rank them in order 1st through 6th, no ties. Do not vote for a zine if you have not seen at least two issues of it since January 1, 1989.

In the GM category, you may again vote for up to six, in rank order without ties. Do not vote for a GM unless you have played in a variant game under that GM at some time since January 1, 1988.

In the other categories, you may vote for up to six Personalities and up to ten Variants, again in rank order without ties.

Votes for the poll's tabulator, or his zine, will not be counted. This will avoid one source of distorted results.

Please send in your ballot, with your name, address, and a brief identification of a tie to postal Diplomacy (publisher of X, player in game Y, subscriber to Z, etc.), to: Glenn Overby

c/o Octagon Enterprises  
PO Box 36983  
Grosse Pointe, MI 48236

Ballots must be received by December 22, 1989 to be counted. Results will be published in Mondoj in January 1990.

Publishers of Dipzines are expressly authorized and encouraged to reprint this information. This zine is too small to get a proper base of replies on its own, but together we can make it work. Thanks for your assistance.